

SEGA®

MUSIC EDITOR

Personal Computer

SC-3000 SERIES

TEXT

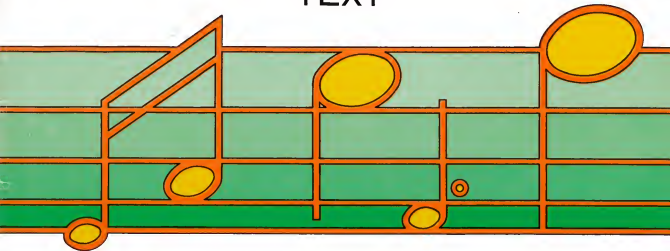




TABLE OF CONTENTS

PREFACE	2
I EXPLANATION OF THE KEYBOARD	3
1. Layout of the KEYBOARD	3
2. Input by keys	4
II HOW TO USE THE MUSIC EDITOR	7
<1> Display music names	9
<2> Composition	9
<3> Arrangement	19
<4> Play	21
<5> Change of instruments	23
<6> Save	23
<7> Verify	26
<8> Load	27
<9> Delete	28

Published by : The Personal Computer Div.,
SEGA Enterprises, Ltd.
2 - 12, Haneda 1 - chome,
Ohta - ku, Tokyo 144, Japan
Tel. 03 - 742 - 3171

© SEGA

Reproduction or transmitting any portion of this text in any form whatsoever, without the prior written permission of SEGA Enterprises, Ltd. is strictly prohibited. If any part of this TEXTBOOK is found to have any page(s) missing or incorrectly collated, please contact SEGA Enterprises, Ltd. for a replacement.

MUSIC EDITOR © SEGA

PREFACE

The MUSIC EDITOR is programmed so that anyone can enjoy music with ease.

The MUSIC EDITOR can perform the following :

1. Composition : Composition of one's own original music.
2. Transcription : Transcribing of well known music.
3. Arrangement : Arrangement by changing key signatures or using the treble chord.
4. Play : To play, select 2 different kinds of tones, i. e., piano tone and organ tone.
5. Recording : Entered music data is output onto a cassette tape.

The MUSIC EDITOR is able to do the above in accordance with the instructions displayed on the TV screen.

I. EXPLANATION OF THE KEYBOARD

1. Layout of the KEYBOARD

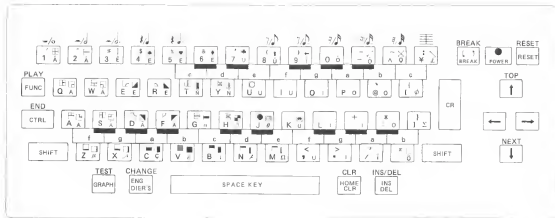


Fig. 1 Layout of the KEYBOARD

Some of the SC – 3000 character keys are white and some are black as in a piano.

For input of the music notes, use the top layer numeric keys.

Special keys have their own respective functions which are described on the following pages.

2. Input by keys

The following 3 modes are used.

- (1) Play mode : Allows play by using keys.
- (2.1) Character input mode : Prints music titles.
- (2.2) Music input mode : Prints music notes on the music paper.

< 1 > Play mode

When the

PLAY
FUNC

 key is pressed, the input mode shifts to the play mode.

To return the mode to the input mode from the play mode, press the

PLAY
FUNC

key again. The following display on the lower right-hand side of the screen distinguishes the input mode from the play mode.

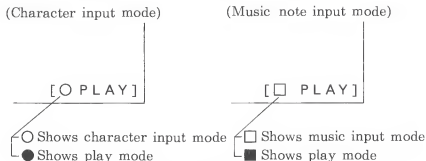








Fig. 2 Mode Distinction

In the case of the play mode, when the keys in the upper and lower positions

of   are pressed, the respective corresponding

sound is produced. By pressing 2 or 3 keys at the same time, a double chord can be played.

Tone changes when   or  key is pressed while the  key is held down.

	Piano I
	Piano II
	Organ

<2 - 1> Character input mode

Using the character input mode, input alphabetic characters, numerics and special symbols.

< 2 - 2 > Music input mode

This mode enters notation and music rests. Symbols printed on the overlay (sheet) can be entered. Detailed explanation of input methods is given in the following items.

II. HOW TO USE THE MUSIC EDITOR

1. Operation start

When the power switch is turned on or the **RESET** key is pressed, the title screen is displayed and the following operation will be in a waiting condition for input.

*** OPERATION ***

- < 1 > MUSIC TITLE DISPLAY: Displays music titles stored in buffer memory.
- < 2 > MUSIC COMPOSITION : Stores newly composed music in buffer memory.

- < 3 > ARRANGEMENT : Corrects and arranges music stored in buffer memory.
- < 4 > PLAY : Plays music stored in buffer memory.
- < 5 > INSTRUMENT CHANGE : Changes tones to be played.
- < 6 > SAVE : Saves music stored in buffer memory onto cassette tape.
(Records music data onto the cassette tape).
- < 7 > LOAD : Loads cassette tape music in buffer memory. (Reads music data recorded onto cassette tape in buffer memory).
- < 8 > VERIFY : Compares music in buffer memory with tape music.
- < 9 > ERASURE : Erases music stored in buffer memory.

Enter the desired number of operation (1 - 9) and press **CR** key to start operation.

Remarks : Buffer means the place where entered data is stored.

< 1 > Display music names


In this operation, music titles will not be displayed unless music data is stored in the buffer memory. This operation can be done after composition or after the input of music data from the cassette tape. Where music data is stored in the buffer memory, music title with numbers put on before them are displayed.

< 2 > Composition

Input the  key and press  to start composition. Instructions

will be displayed on the screen consecutively. Input is to be done in accordance with the instructions.

INPUT MUSIC TITLE

?  ← Use character keys to input music title. The limited number of characters usable for the music title is 32.

Characters that can be used are alphabetic characters, numerals, kana and special symbols. After entering music title, press the **CR** key.


Example ? MY WAY **CR**

Next, input the key signature.

*** KEY SIGNATURE ***

< 1 >	#, b	None		
< 2 >	# 1	< 9 >	b 1
< 3 >	# 2	< 10 >	b 2
< 4 >	# 3	< 11 >	b 3
< 5 >	# 4	< 12 >	b 4
< 6 >	# 5	< 13 >	b 5
< 7 >	# 6	< 14 >	b 6
< 8 >	# 7	< 15 >	b 7


INPUT NUMBER BY NO. KEY

?  ← Out of the above < 1 > - < 15 >, select the number of # or b to be entered as the key signature of the music note and input the selected number. For instance, input < 2 >, i. e., 2 for G major because the music has one #.

Example ? 2 CR

Next, input the time signature.

INPUT TIME SIGNATURE < N / U >

?  ← Time signature is expressed by a fraction of which a numerator is to be entered first. For a time signature of 3/4, input in the order of


3 / 4 CR .

Example ? 3 / 4 CR

Next input tempo.

INPUT TEMPO.


?  =  ← Tempo shows how many times a quarter note is played in a minute.

If  = 120, then input

1	2	0
---	---	---

CR

.

Example ?  = 1 2 0

CR

When the above input is finished, the screen shifts to the music note input mode.

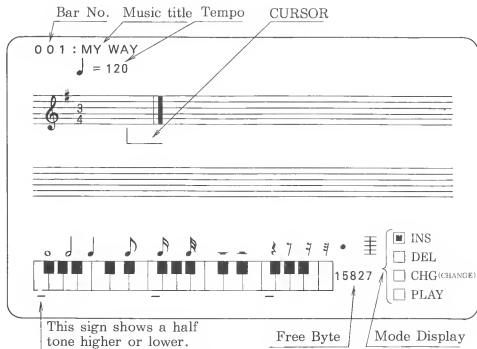




Fig. 3 Screen in the Notation Input Mode

Input notation by referring to Fig. 1. The  key is for "do" and the  key is for one octave higher.

When scales are input, press keys corresponding to the keyboard of musical instruments, and a mark will be displayed on the keyboard on the screen. Select the notation to be input from numeral keys in the upper layer and then press the selected key. In this way, musical notes are printed on the screen.

Consecutively input notation in this procedure.

When entering the double or treble chord, while holding the key which was pressed first, simultaneously press the subsequent key and then press notation keys.

For the addition, insertion, erasure and change of notation, refer to the explanation given below.

Notation input

(1) Explanation of the screen (see Fig. 3).

- Bar (measure) No. : Shows in which bar (measure) the beginning of notation displayed on the screen is located.
- No. of Free Bytes : Shows the number of free bytes in the buffer memory. 4 bytes are used per notation or rest.
- Mode Display
 - INS This refers to the insert mode in which additional notation(s) can be inserted in the position where the CURSOR is blinking. The CURSOR can be moved in between bars, where additional notation(s) can be entered. In this case, the new notation is inserted immediately before the CURSOR.
 - DEL This refers to DELETE by which notation(s) erroneously entered are deleted. Bring the CURSOR below the notation to be deleted and then press the INS / DEL key to delete it.

CHANGE This refers to the change mode in which notation, rests, etc., can be changed. In this case the notation in the position where the CURSOR is will be changed.



PLAY This shows that input by keys is in the play mode.

(2) Key input


PLAY

- **FUNC** : When this key is pressed once, ☐ PLAY in the lower right-hand part of the screen will be marked. You can play by using the key.
When the key is pressed again, the mark will shift to ☐ INS and thus operation shifts to notation input.
- **END**
CTRL : By using this key, notation input ends. The screen returns to the WAIT condition.
- **SHIFT** : While holding down this key, the upper part of the REST / NOTATION key or the INS / DEL key can be selected.


TEST

-  : Music note currently displayed is played. This key is used to confirm notation input.
- CHANGE
-  : This key is for the change mode and notation change. The normal insert mode is restored by Pressing the SHIFT + INS/DEL key.

CLR

-  : Cancels previously entered scales.


INS/DEL


-  : (When the SHIFT key is pressed), the insert mode is set by this key. (When the SHIFT key is not pressed), notation, rests, or bar symbols in the CURSOR position are deleted.

← →


-  ,  : Moves CURSOR to the right and left.


TOP


-  : Returns the CURSOR to the beginning of the program.

-  : Moves the CURSOR to the beginning of the subsequent bar.

-  ~  : Inputs rests or notation.

(When the  key is not pressed), inputs notation.

(When the  key is pressed), inputs rest.

-  : Inputs the bar symbol.

(3) Precautions for input of music note :

Notations or rests of more than 17 cannot be entered in a bar. Any notation or rest exceeding the above 17 numbers will not be entered.
(Note : Input is possible until free bytes is no longer available).

< 3 > Arrangement


Music title stored in the buffer memory are displayed on the screen.

- < 1 > Music title A
- < 2 > Music title B
- < 3 > Music title C
- < 4 > Music title D

INPUT NUMBER BY NO. KEY

?  ← Input number to select music to be arranged out of the music displayed on the screen.

Example ? 1 CR

- < 1 > MUSIC TITLE :
A
- < 2 > KEY SIGNATURE : \flat 1
- < 3 > TIME SIGNATURE : 4/4
- < 4 > TEMPO:  = 200

< 5 > NOTE CHANGE
 < 6 > END OF ARRANGEMENT

As above, the current data of the music selected in item 1 will be displayed on the screen. Subsequently, the following will be displayed.

INPUT NUMBER BY NO. KEY.

? 


Example ? 2 CR

PRESENT KEY SIGNATURE : b 1

< - 1 >	#	4	< + 1 >	#	6
< - 2 >	b	3	< + 2 >	#	1
< - 3 >	#	2	< + 3 >	b	4
< - 4 >	b	5	< + 4 >	#	3
< - 5 >	#, b	None		< + 5 >	b	2
< - 6 >	#	5	< + 6 >	#	5
< - 7 >	b	2	< + 7 >	#, b	None	

< - 8 >	#	3	< + 8 >	b	5
< - 9 >	b	4	< + 9 >	#	2
< - 10 >	#	1	< + 10 >	b	3
< - 11 >	#	6	< + 11 >	#	4
< - 12 >	b	1	< + 12 >	b	1

INPUT NUMBER (+ , -)

?  ← For a key signature change, input the quantity of transposition from the present level (the quantity of transposition towards the direction a half tone higher or lower). Transposition towards the higher tone direction is expressed by + and that towards the lower tone direction by - . Input NUMBER by referring to the table displayed on the screen.

Input < 3 >, < 4 > , and < 5 >, in the same manner as in composition.

< 4 > Play

By entering < 4 > when operation is in a waiting condition, music stored in the buffer memory can be played.

Programs to be played are assigned as follows :

- < 1 > MY WAY
- < 2 > WHITE CHRISTMAS
- < 3 > STAR WARS
- < 4 > SONATA

INPUT NUMBERS BY DIVIDING THEM USING " , " .
WITH " R " , OPERATION IS REPEATED.

? 

For assignment, input music number by NO. KEY.

- ? 1 CR Plays Music No. 1
- ? 2, 1, 3 CR Plays in the order of Music No. 2, 1,
and 3.
- ? 1, 2, R CR Music No. 1 and 2 are repeatedly played.
- ? R CR All the music stored in the buffer memory
is repeatedly played.
- ? 1, 2, (3, 4) R CR Music No. 3 and 4 are repeatedly played
after music 1 and 2.

(Remark) When number is input, double quotation mark (" ") is not
required.

< 5 > Change of instruments

A total of 3 kinds of play tones can be created, i. e. , 2 of organs and 1 of a piano.

< 1 > PIANO I

< 2 > PIANO II

< 3 > ORGAN

INPUT NUMBER BY NO. KEY.

? 

< 6 > Save

When the power source for SC - 3000 is turned OFF, music stored in the buffer memory will be erased entirely, so music stored in the buffer memory should be recorded onto a cassette tape to avoid this happening.

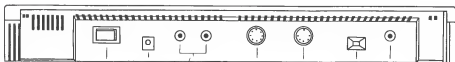
Music notes recorded onto a cassette tape can be reentered into the SC - 3000.

- Connection to the cassette deck

Prepare a cassette recorder or a radio-cassette-recorder in advance.
For connection, use cables with mini plugs on both ends. Do not use
cables with resistance.



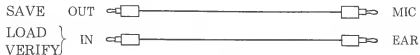
- Cable connection



(Cassette connection interface)

(SC - 3000 SIDE)

(CASSETTE SIDE)



After the connection is properly made, record the previously entered music.

Insert a new cassette tape.

Save

Records music stored in the buffer memory onto a cassette tape.
This is referred to as "SAVE".

< 1 >	MY WAY
< 2 >	WHITE CHRISTMAS
< 3 >	STAR WARS
< 4 >	SONATA

INPUT NUMBER BY NO. KEY.

? 

* START *

* END *

When the number of the music to be SAVEed is entered, count down in the order of 5, 4, 3, 2 and 1 starts. Start recording when * START * is displayed on the screen. The number of recording keys is 1 or 2 depending on the cassette tape recorder used. So, care should be taken in this regard.

< 7 > Verify

Confirms whether SAVE was accurately made. This is referred to as "VERIFY". Rewind the tape on which a music program was previously recorded.

- < 1 > MY WAY
- < 2 > WHITE CHRISTMAS
- < 3 > STAR WARS
- < 4 > SONATA

INPUT NUMBER BY NO. KEY.

? 

1 CR

Press the play button of the cassette recorder. The following will be displayed on the screen if the music program in the SC - 3000 and the data of the recorded music are consistent.

FOUND FILE : "MY WAY "

* VERIFY OK *

Press CR KEY.

< 8 > Load

The music note previously recorded onto the cassette tape is transferred to the buffer memory in the SC - 3000. This is referred to as "LOAD".

INPUT MUSIC TITLE OR RETURN KEY.

?

1 CR

FOUND FILE : "MY WAY "

* END *

Press CR KEY

When operation returns to "OPERATION START", press the keys in < 1 > and confirm that the previously entered music title is displayed. If the music title is displayed, this means that it was accurately entered.

Connection between the SC - 3000 and a recorder for SAVE and that for VERIFY and LOAD are different. So, be sure to read the instruction manual before use.

< 9 > Delete (Erasure)

When the number of music stored in the buffer memory is entered, that particular music will be erased from the buffer.

The above explanation of how to use the "MUSIC EDITOR" is given to help you enjoy it by the input of various music programs.

MEMO

MEMO



SEGA ENTERPRISES LTD.

